

USER'S MANUAL

The cover art for the Icarus: Sanctuary of the Gods User's Manual features a dramatic, dark landscape with jagged, black rock formations under a cloudy sky. In the foreground, a man and a woman stand on a rocky outcrop. The woman has blonde hair and wears a purple dress, while the man has brown hair and wears a purple tunic with a sword on his back. In the background, a large, glowing figure of a man in a purple and gold robe holds a flaming torch. A small winged figure is perched on a peak to the left.

ICARUS

Sanctuary Of The Gods

Icarus Player's Manual

Icarus User Manual

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1. System requirements

A. Minimal Requirements

O/S: WINDOWS 95

CPU: Pentium 75 MHz or higher

RAM: 16M or more

HDD: 130M of free space in your hard disk

VGA: Videocard that supports Direct X 3.0 or higher

CD-ROM: 4 speed or faster

SOUND: WINDOW 95 compatible soundcard

B. Recommended Requirements

O/S: WINDOWS 95

CPU: Pentium 133MHz or higher

RAM: 16M or more

HDD: 130M of free space in your hard disk

VGA: Videocard that supports Direct X 3.0 or higher

CD-ROM: 8 speed or faster

SOUND: WINDOW 95 compatible soundcard

2. Installation

A. How to Install

Insert the CD-ROM and start the ICARUS SETUP program. Choose the directory in which you want to install the game, and also choose the name of the menu that will be added to the start up program. After the installation has been completed, press the start button move to the menu that has been added to your start up program. (You have chosen this in the SETUP program.) Select ICARUS and start the game.

B. Help (Questions & Answers)

Q. I tried to run the program but nothing happens. I am back to the Window screen.

A. ICARUS supports Direct X5 or higher. If Direct X5 or higher is not installed in your computer, the game will not run. If you don't have Direct X5, go to the Direct X5 directory on the game CD-ROM and run 'dx5ENG.exe' to install Direct X5.

Q. The background music and sound effects do not work during the game.

A. In SoundBlaster 2.0 or lower, there is no internal cable that connects the soundcard with the audio track. So in this case you have no other choice than to manually connect to the audio jack of the CD-ROM DRIVE. If this is not the problem, go to Options in the Game menu and turn the BGM switch to ON. Similarly, if the sound effects do not work, go to Options and turn the FX switch to ON. Also, check to see if your soundcard supports Direct X5, and if a problem occurs contact your soundcard manufacturer and install the Direct X5 that is compatible with your soundcard.

3. Game System Illustrations

A. User Interface

1) Start up Menu Interface: Click the left button on your mouse.

2) Village Interfaces

- a) to move: Click the left button on your mouse at the spot of your destination.
 - b) to converse: Click on the village people.
 - c) to enter a house: In the village, only the houses that can be entered are marked. All you have to do is click on those houses.
- to call up the menu: Click on the right button of your mouse.

3) Combat Interfaces

- a) to move: To move to a place within your moving range, click the right button on your mouse after placing the mouse arrow on your destination.
- b) to cancel your command: Click the right button of your mouse.

4) Keyboard Interfaces

- a) F1: Brightens your screen.
- b) F2: Darkens your screen..
- c) F3: Turns On/Off Sound Effects.
- d) F4: Turns On/Off Background Music.
- e) F5: Turns On/Off the animated movements of the characters.
- f) F6: Turns On/Off the automated combat system of the characters.
- g) Arrow keys: Enables you to scroll the combat map.
- h) ALT + F4: Go back to the Start Menu screen.
- i) ALT + Tab: Go back to Windows..
- j) ESC: Skip the motion pictures and prologue.

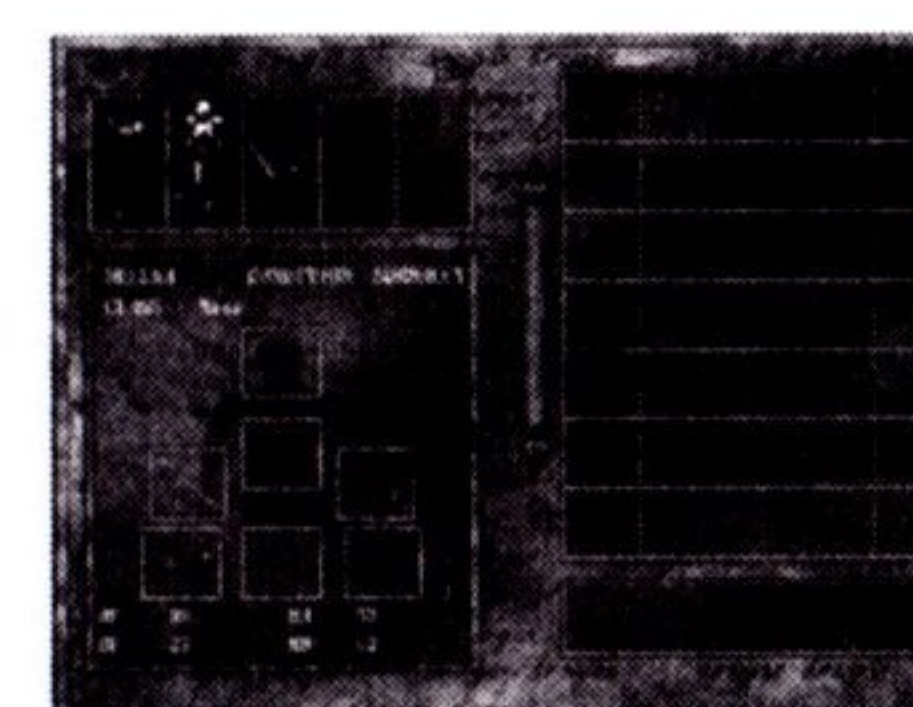
B. Menu & Icons

1) Start Menu



- a) NEW GAME: Start a new game.
- b) CONTINUE: Open a loaded game and continue.
- c) EXIT: End the game.

2) Village Menu



- a) Icons that show Item Use and the Conditions of the Characters



These icons check the use of a items or the present condition of the character.

- 1: Character Select Window - Click on the character that you want to use.
- 2: Character Condition Window - You can see the condition of the selected character.

CLASS: The occupation class of the character

LV: The level of the character.

EX: The amount of the character has acquired up to now.

HP/MAX HP: The physical power of the character

MP/MAX MP: The magic power of the character

AP: The assault power of the character

DP: The defense power of the character

IT: The mental capacity of the character

SP: The speed of the character

PW: The physical force of the character

SW: The strength of the character

MA: The magic assault power of the character

- 3: Item Illustration Window - The explanations of the items are shown.
- 4: Item Window - Select the item that you would like to use.
- 5: Character Scroll Bar - Move right or left to select A character that is not shown on the screen.
- 6: Item Scroll Bar - Move up or down to select the items not shown on the screen.

a) Equipment Screen Icon



Used in order to equip with the device or exchange it for something else.

- 1: Character Select Window - Click on the character that you want to use.
- 2: Equipment Condition Window - Shows the condition of the present equipment and you can click on the equipment you want to take off.
- 3: Equipment Illustration Window - You can see the illustration of the selected equipment.
- 4: Equipment Select Window - Double click on the equipment that you would like to put on, and the device will be automatically equipped.
- 5: Character Scroll Bar - Move right or left to select the character that is not shown on the screen.
- 6: Item Scroll Bar - Move up or down to select the items not shown on the screen.

Open Icon



Opens a loaded game.

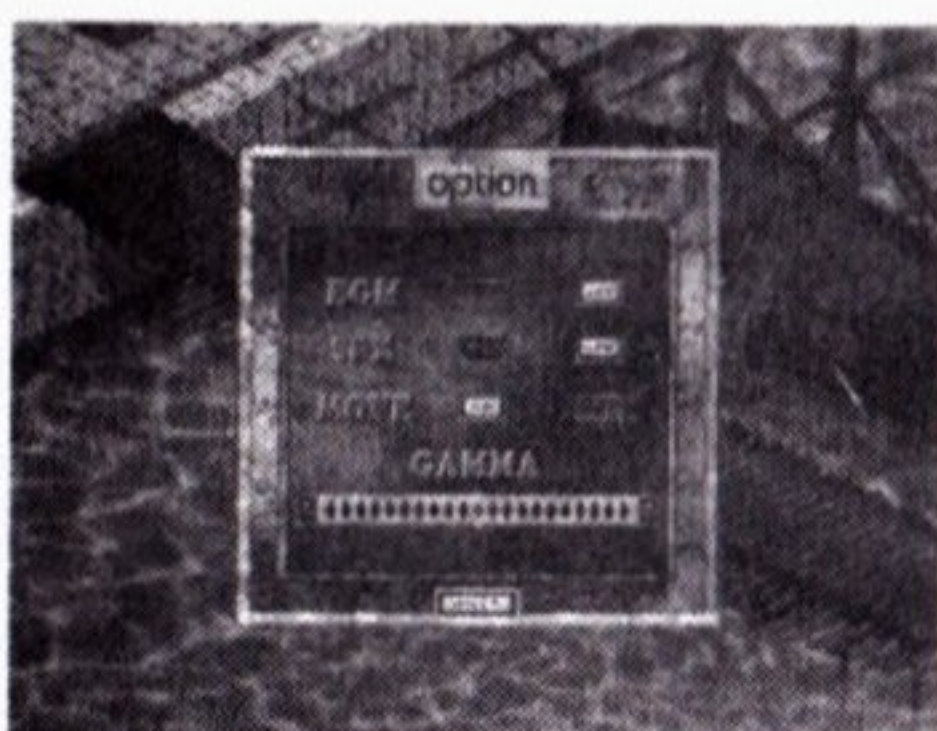


Save a game.

d) Save Icon



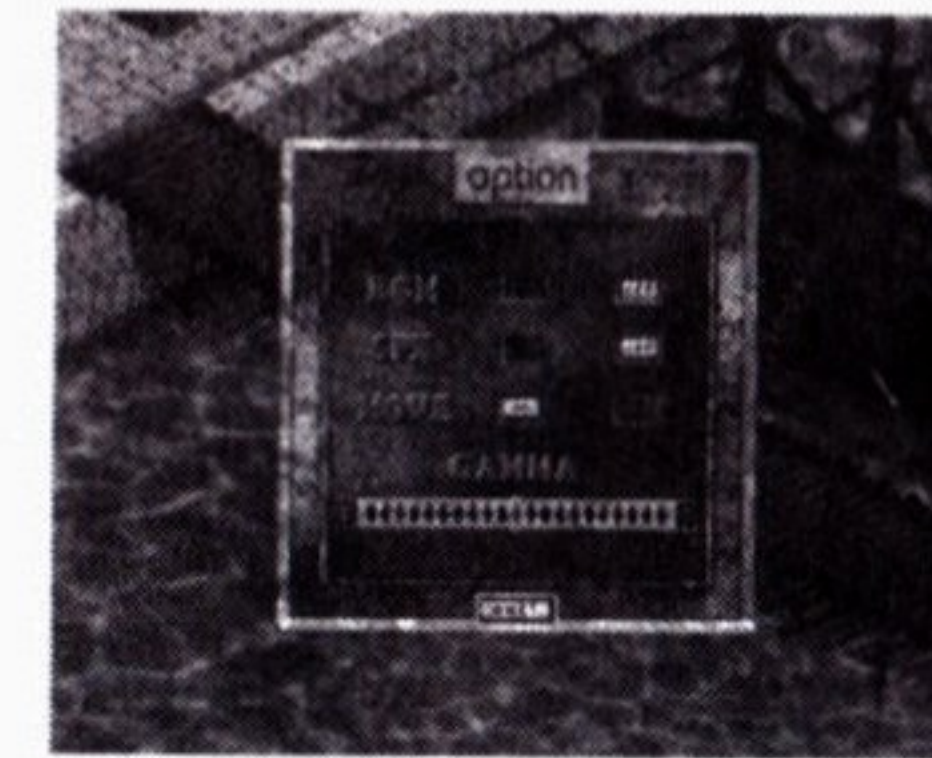
Opens options



Options for playing game

e) Option Icon

Select the options that are used in the game.



SFX: Turns On/Off Sound Effects

BGM: Turns On/Off Background Music.

MOVE: Turns On/Off the animated movements of the characters.

GAMMA: Brightens/darkens your screen.



f) Exit Game Icon

Exits game and goes back to the Start Menu.

3) Combat Menu



a) General Assault Icon

Commands general ordinary assaults.



b) Special Assault Icons

Commands special assault. HP will go down when used.



c) Magic Assault Icon

Commands magic assaults. MP will go down when used.



d) Item Use Icon

Uses items.



e) Condition Icon

Shows the present condition of the character.

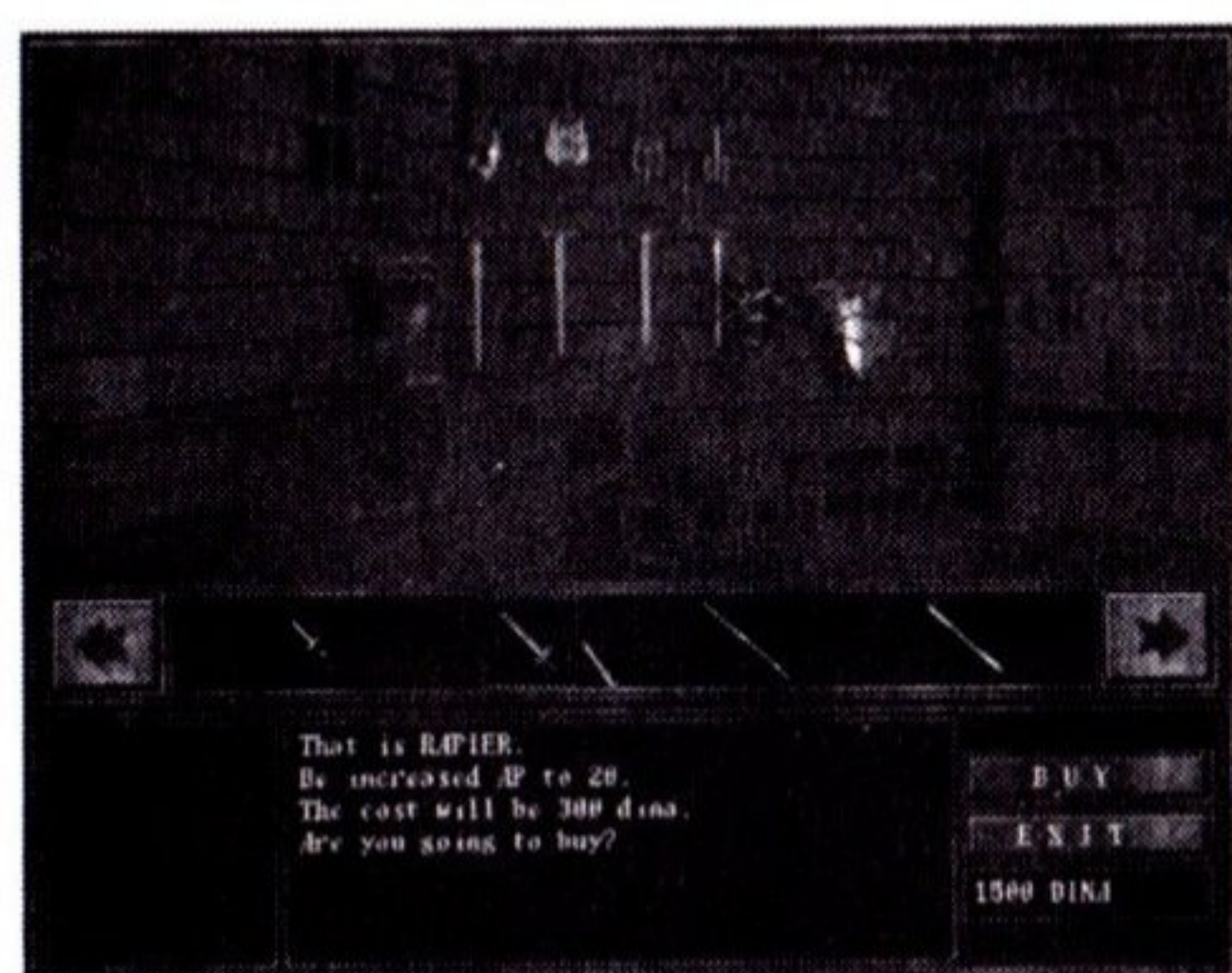


f) Command End Icon

Ends all commands and lets them rest..

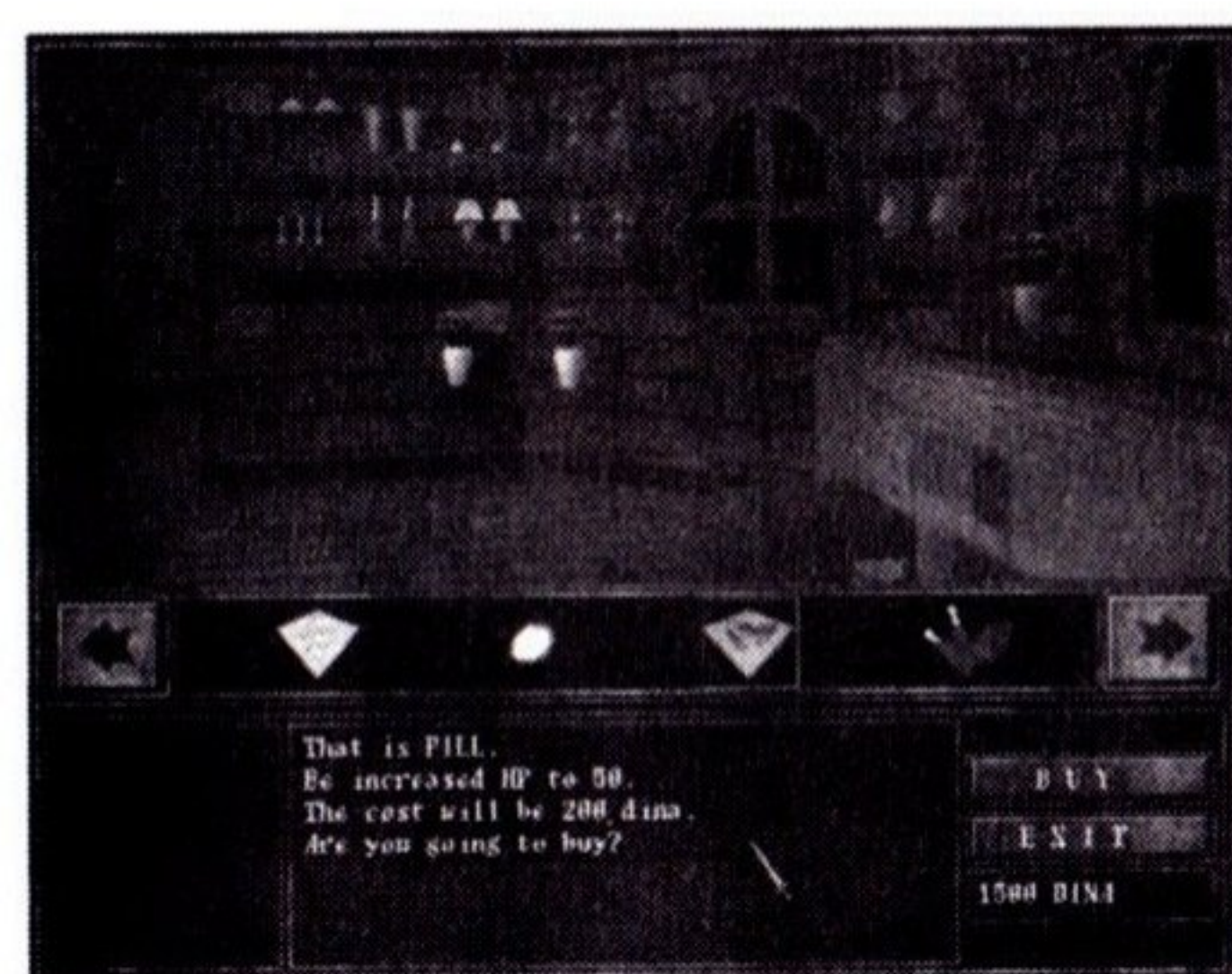
C. Role of Shops

1) Weapon Shop: Place to buy weapons.



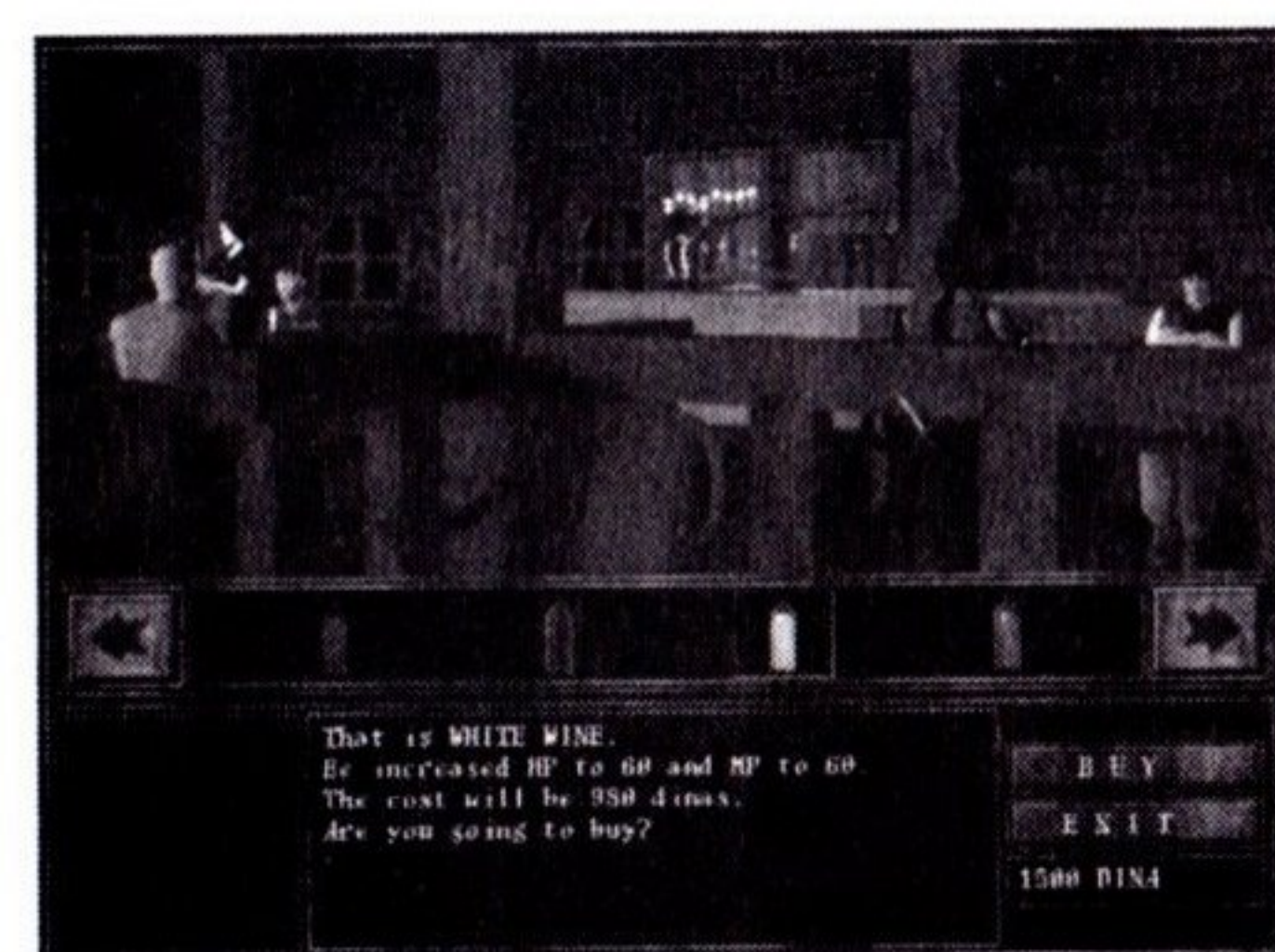
- a) Weapon Illustrations: When you click on a weapon that is displayed, the illustration of the weapon shows up on the screen.
- b) Buy: Choose the weapon you wish to buy and click on the selected item.
- c) Out: Go back to the village.

2) Item Shop: Place to buy items..



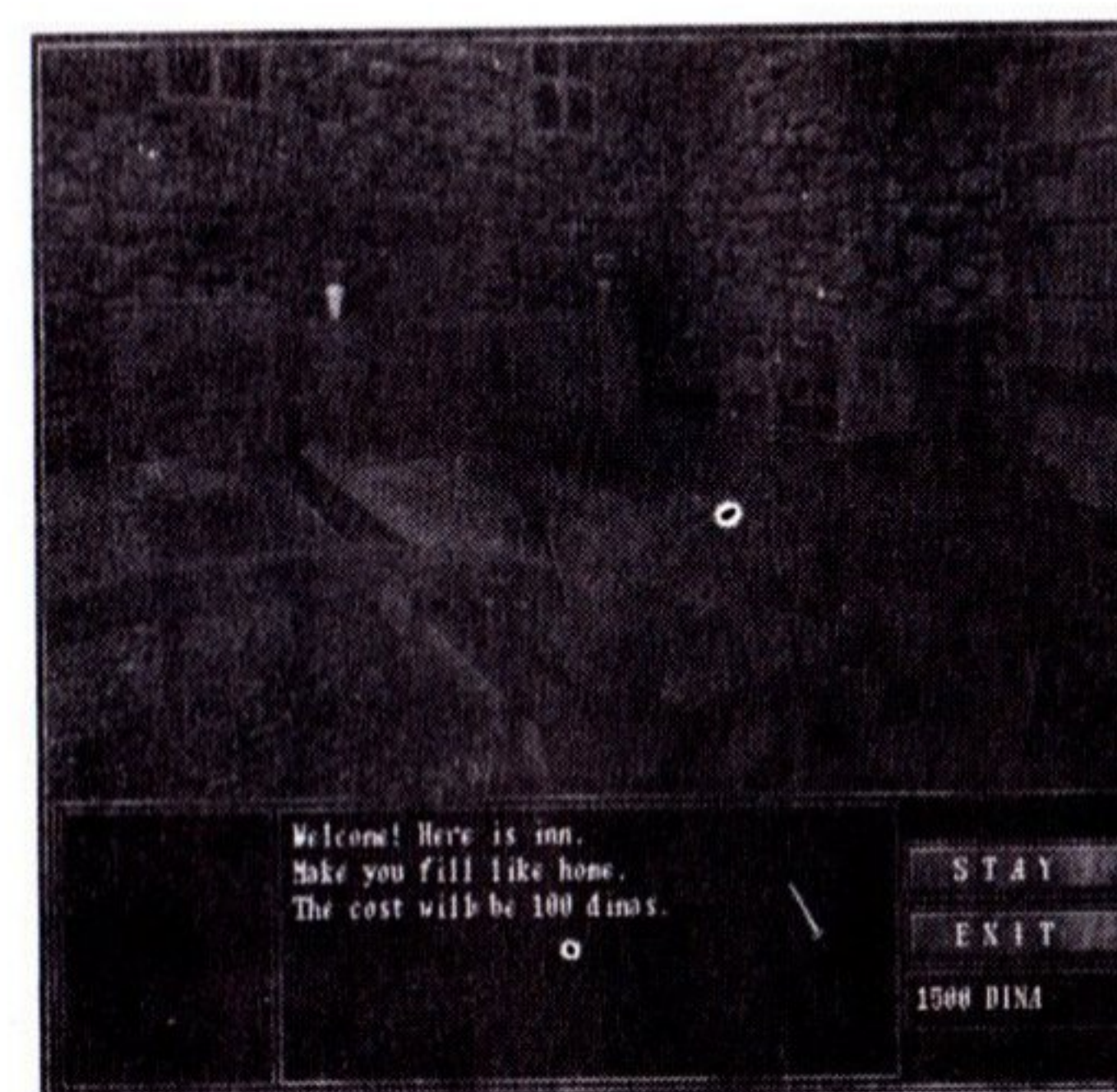
- a) Weapon Illustrations : When you click on a item that is displayed, the illustration of the item shows up on the screen.
- b) Buy: Choose the item you wish to buy and click on the selected item.
- c) Out: Go back to the village.

3) Liquor Shop: Place to buy liquor.



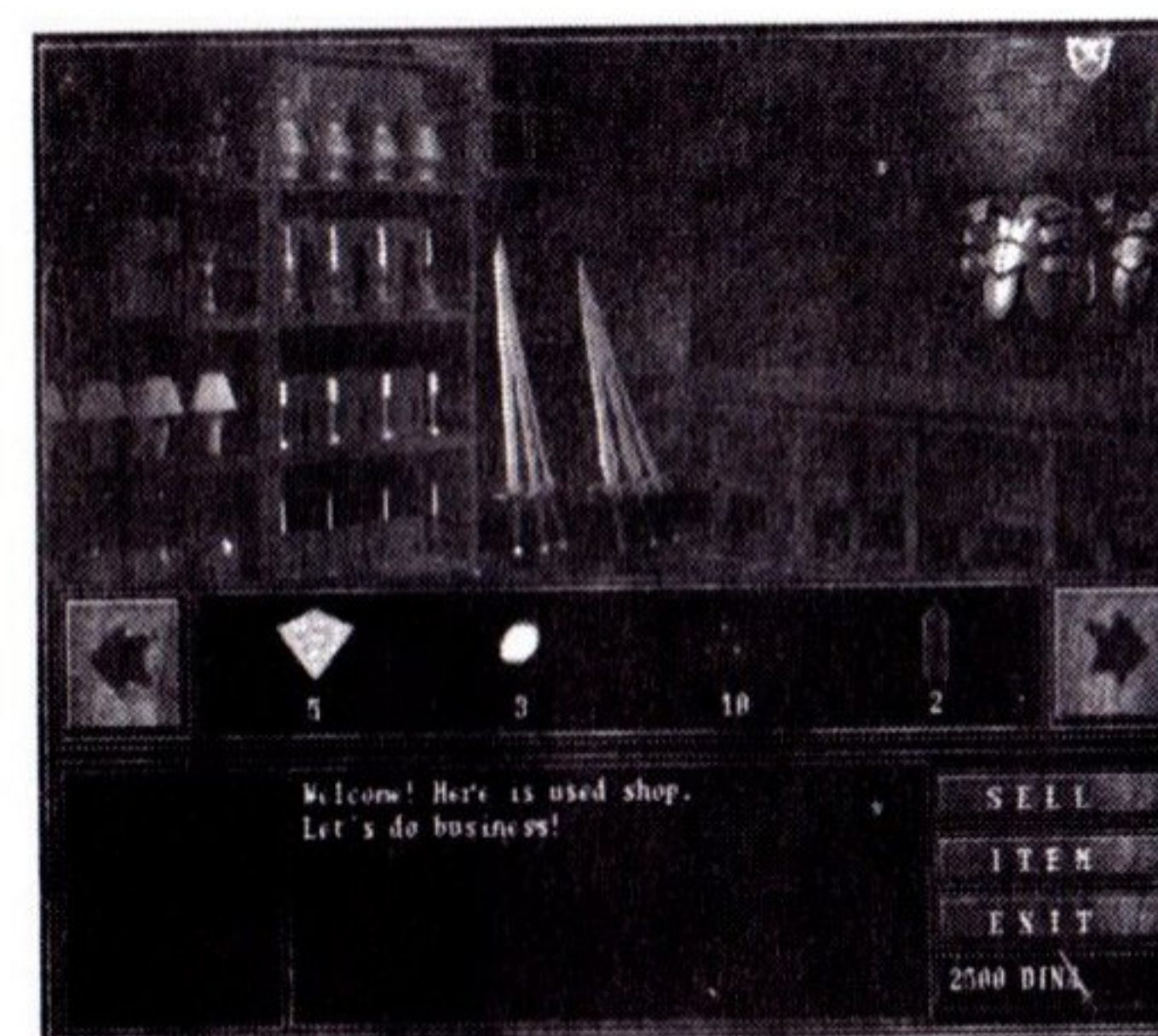
- a) Liquor Illustrations: When you click on the liquor that is displayed, the illustration of the liquor shows up on the screen.
- b) Buy: Choose the liquor you wish to buy and click on the selected item.
- c) Out: Go back to the village.

4) Inn: This is the place where you sleep. When you lodge at the inn, your HP and MP will be fully restored.



- a) Rest: You will rest for a night at the inn.
- b) Out: Go back to the village..

5) Second-hand Shop: Place to sell unneeded items or equipment.



- a) Selling Price: Choose the item you wish to buy and click on the selected item to see the selling price.
- b) Sell: Choose the item you wish to buy and click on "Buy".
- c) Items & Equipment: Use to change from item to equipment and vice versa.
- d) Out: Go back to the village.

4. Level Up & Class Up

A. Level Up: If you acquire a certain amount of experience, you can upgrade your level. When this happens, a screen where you can divide points in the parameters described below will appear.

IT: Related with MP and MD.

SP: Related with DP.

PW: Related with HP and AP

SW: Related with HP, AP, DP and MD.

B. Class Up: If you become a certain level, your class will be upgraded. When this happens, you will be able to use more powerful special techniques and magic.

Dreus: Knight - St.Knight - Paladin - Crusader - Droïyan

Helena: Mage Magician Wizard Droïyan

Argon: Fighter Combatant Gladiator Droïyan

Pares: Archer Eagle Sniper Droïyan

Lydia: Monk Priest Bishop Droïyan

Hermes: Warrior Berserker Genocider Droïyan

Laysha: Knight - St. Knight - Paladin - Crusader - Droïyan

Serene: Archer Eagle Sniper Droïyan

5. Item lists

A. Types of Weapons - User: Dreus, Argon, Layette

Name	Increasing	Place to Get	Cost
Short Sword	AP 20	Weapon Shop	100
Rapier	AP 30	Weapon Shop	300
Shotel	AP 40	Weapon Shop	400
Flamberge	AP 60	Weapon Shop	500
Scimitar	AP 80	Weapon Shop	600
Falchion	AP 120	Weapon Shop	700
Saber	AP 150	Weapon Shop	800
Great Shamsheer	AP 200	Weapon Shop	900
Broad Sword	AP 250	Weapon Shop	1000
Curso Sword	AP 300	Weapon Shop	1200
Long Sword	AP 400	Weapon Shop	1400
Astral Sword	AP 600	Weapon Shop	1600
Mabel Sword	AP 800	Weapon Shop	1800
Bastard Sword	AP 900	Weapon Shop	2000
Great Sword	AP 1000	Weapon Shop	2500
Light Blade	AP 1100	Weapon Shop	3000
Chaos Sword	AP 1200	Weapon Shop	4000
Grand Shamsheer	AP 1300	Weapon Shop	4500
Dragon Sword	AP 1500	Weapon Shop	5000
Excalibur	AP 1700	Weapon Shop	6000
Droïyan Sword	AP 2200	Weapon Shop	Event

B. Types of Sticks: User - Helena, Lydia

Name of Stick	Increasing	Place to get	Cost
Rod	AP 10 MA 10	Weapon Shop	200

Wand	AP 30	Weapon Shop	300
Staff	AP 40 MA 30	Weapon Shop	500
Magic Staff	AP 60	Weapon Shop	600
Power Staff	AP 80	Weapon Shop	700
Silver Rod	AP 60 MA 40	Weapon Shop	900
Ruby wand	AP 80 MA 50	Weapon Shop	1500
Blood Rod	AP 100	Weapon Shop	2000
Crest Rod	AP 130	Weapon Shop	2500
Mega Staff	AP 120 MA 80	Weapon Shop	3500
Power Mega Staff	AP 200 MA 100	Weapon Shop	5000
Droyian Staff	AP 300 MA 120	Weapon Shop	Event

C. Types of Bows: User - Pares, Sereyanne

Name of Bow	Increasing	Place to get	Cost
Bow	AP 50	Weapon Shop	100
Cross Bow	AP 80	Weapon Shop	200
Dokyu Bow	AP 100	Weapon Shop	400
Long Bow	AP 150	Weapon Shop	600
Arbalest	AP 200	Weapon Shop	900
Auto Bow	AP 250	Weapon Shop	1200
Power Bow	AP 300	Weapon Shop	2000
Eagle Bow	AP 450	Weapon Shop	3000
Elven Bow	AP 600	Weapon Shop	4000
HighBalest	AP 700	Weapon Shop	5000
Drioyan Bow	AP 1000	Weapon Shop	Event

D. Types of Axes: User - Hermes

Name Of Axe	Increasing	Place to get	Cost
Sickle	AP 200	Weapon Shop	200
Small Axe	AP 300	Weapon Shop	300

Francisca	AP 400	Weapon Shop	500
Bullover	AP 500	Weapon Shop	800
Halberd	AP 600	Weapon Shop	1200
Brood Axe	AP 700	Weapon Shop	1800
Great Axe	AP 900	Weapon Shop	2500
Double Axe	AP 1100	Weapon Shop	4000
Pole Axe	AP 1300	Weapon Shop	6000
Grand Axe	AP 1500	Weapon Shop	8000
Drioyan Axe	AP 2000	Weapon Shop	Event

E. Types of Helmets

Name Of Helmet	Increasing	Place to get	Cost
Helmet	DP 20	Weapon Shop	200
Open Helmet	DP 50	Weapon Shop	400
Metal Helmet	DP 100	Weapon Shop	600
Bronze Helmet	DP 150	Weapon Shop	800
Shallet	DP 200	Weapon Shop	1000
Silver Helmet	DP 250	Weapon Shop	1500
Full Helmet	DP 300	Weapon Shop	2000
Gold Helmet	DP 350	Weapon Shop	2500
Dragon Helmet	DP 400	Weapon Shop	3000
Grand Helmet	DP 600	Weapon Shop	5000
Droiyan Helmet	DP 700	Weapon Shop	Event

F. Types of Armors

Name of Armor	Increasing	Place to get	Cost
Cloth	DP 50	Weapon Shop	200
Reder	DP 120	Weapon Shop	400
Lenon	DP 150	Weapon Shop	600
Leather Armor	DP 180 MD 30	Weapon Shop	800

Hauberk	DP 200	Weapon Shop	1000
Ring Mail	DP 250	Weapon Shop	1200
Gauntlet	DP 300	Weapon Shop	1500
Chain Mail	DP 400	Weapon Shop	2000
Plate Mail	DP 450 MD 60	Weapon Shop	2500
Scale	DP 600	Weapon Shop	3000
Brigandine	DP 650	Weapon Shop	3500
Plate Armor	DP 700 MD 100	Weapon Shop	4000
Strong Armor	DP 800	Weapon Shop	4500
Droiyan Armor	DP 1000	Weapon Shop	Event

G. Types of Robes

Name of Robe	Increasing	Place to get	Cost
Robe	DP 100 MD 20	Weapon Shop	200
Red Robe	DP 200 MD 50	Weapon Shop	400
Blood Robe	DP 300 MD 80	Weapon Shop	800
Droiyan Robe	DP 500 MD 100	Weapon Shop	Event

H. Types of Shields

Name Of Shield	Increasing	Place to get	Cost
Wood Shield	DP 10	Weapon Shop	300
Small Shield	DP 20	Weapon Shop	400
Bronze Shield	DP 30	Weapon Shop	500
Round Shield	DP 50	Weapon Shop	800
Silver Shield	DP 100	Weapon Shop	1000
Large Shield	DP 120	Weapon Shop	1500
Elven Shield	DP 200	Weapon Shop	2000
Knight Shield	DP 250	Weapon Shop	2500
Magic Shield	DP 280	Weapon Shop	3000
Tower Shield	DP 330	Weapon Shop	3500

Astral Shield	DP 400	Weapon Shop	4500
Dragon Shield	DP 500	Weapon Shop	6000
Golden Shield	DP 700	Weapon Shop	8000
Droiyan Shield	DP 800	Weapon Shop	Event

I. Types of Bracelets

Name of Bracelet	Increasing	Place to Get	Cost
Bracelet of Execution	MD 40	Weapon Shop	300
Bracelet of Magic	MD 50	Weapon Shop	400
Bracelet of Sea	MD 60	Weapon Shop	500
Bracelet of Dark	MD 70	Weapon Shop	600
Bracelet of Combat	MD 80	Weapon Shop	800
Bracelet of Infinity	MD 100	Weapon Shop	1100
Bracelet of Desire	MD 150	Weapon Shop	1600
Bracelet of Droiyan	MD 300	Weapon Shop	Event

J. Types of Necklace

Name of Necklace	Increasing	Place to Get	Cost
Necklace of Hope	MA 20 MD 30	Weapon Shop	300
Necklace of Holy	MA 30 MD 40	Weapon Shop	600
Necklace of Land	MA 70 MD 70	Weapon Shop	1200
Necklace of Lucky	MA 80 MD 80	Weapon Shop	1600
Necklace of Soul	MA 90 MD 90	Weapon Shop	1900
Necklace of Sacrifice	MA 100 MD 100	Weapon Shop	2300
Necklace of Wisdom	MA 150 MD 150	Weapon Shop	3300
Necklace of Droiyan	MA 200 MD 200	Weapon Shop	Event

K. Types of Tools

Types of Tools	Increasing	Place to get	Cost
Powder	HP 20	Tool Shop	100

Lemon	MP 20	Tool Shop	120
Pill	HP 50	Tool Shop	200
Chicken	HP 100	Tool Shop	400
Pork	HP 150	Tool Shop	600
Beef	HP 200	Tool Shop	800
Caviare	HP 300	Tool Shop	1200
Holy Water	HP 400	Tool Shop	Event
Types of Tools	Increasing	Place to get	Cost
Blue Lemon	MP 50	Tool Shop	240
Red Lemon	MP 100	Tool Shop	500
Black Lemon	MP 200	Tool Shop	1000
White Lemon	MP 300	Tool Shop	1500
Ajell		Recover	Event

L. Types of Liquor

Types of Liquor	Increasing	Place to get	Cost
Beer	HP 20 MP 20	Bottle Shop	320
Red Wine	HP 40 MP 40	Bottle Shop	660
White Wine	HP 60 MP 60	Bottle Shop	980
Rose Wine	HP 80 MP 80	Bottle Shop	1300
Rum	HP 100 MP 100	Bottle Shop	1640
Brandy	HP 120 MP 120	Bottle Shop	1900
Bourbon	HP 140 MP 140	Bottle Shop	2200
Scotch	HP 200 MP 200	Bottle Shop	3300
Vodka	HP 300 MP 300	Bottle Shop	4500
Cognac	HP 300 MP 300	Bottle Shop	4500
Tequila	HP 500 MP 500	Bottle Shop	7800
Armagnag	HP 500 MP 500	Bottle Shop	7800

6. Magic Powers

A. Flames

Fire Ball: Discharges Fire Balls at the enemy. Uses 10 MP.

Fire Wall: Makes a wall of fire and attacks enemies in the assault range. Uses 20 MP.

Fire Bomb: Drops a powerful Fire Bomb on the whole screen Uses 60 MP.

Fire Phoenix: A Huge Fire Phoenix flies across the whole screen. Uses 120 MP.

B. Lightning

Lightning bolt: Fires powerful Lightning Volts at the enemy. Uses 15 MP.

Double Lightning bolt: Fires 2 powerful Lightning Volts at the enemy. Uses 25 MP.

Thunderbolt: Drops thunder on the enemy. Uses 20 MP.

Mega Thunder: Drops thunder on the enemies within the assault range. Uses 40 MP.

Giga Thunder: Drops powerful thunder on the whole screen. Uses 130 MP

C. Restoration

Healing: The selected person on our side will recover 15% of his HP. Uses 20 MP.

Recovery: All the people within the range will recover 40% of their HP. Uses 40 MP.

Bless: All the people on screen will recover 70% of their HP. Uses 150 MP.

D. Supplementary

Confusion: Confuses the enemy and turns them into our side for a short while. Uses 20 MP

Protection: raises the DP of our army for a short while. Uses. 60 MP.

Blade: raises the AP of our army for a short while. Uses 70 MP.

Clone: Clones soldiers on our team and puts them into combat. Uses 100 MP.

E. Recall

Effreit: Recalls the Spirit of Fire to take part in the combat. Uses 100 MP.

Dao: Recalls the Spirit of the Earth to take part in the combat. Uses 150 MP.

Lamu: Recalls the Spirit of Thunder to take part in the combat. Uses 200 MP.

F. The Dark World

Hell Fire: Drops fires from hell on the whole screen Uses 150 MP.

Dark Stone: Throws the Dark Stones on the whole screen. Uses 200 MP.

Armageddon: Covers the whole screen with clouds of darkness. Uses 250 MP.

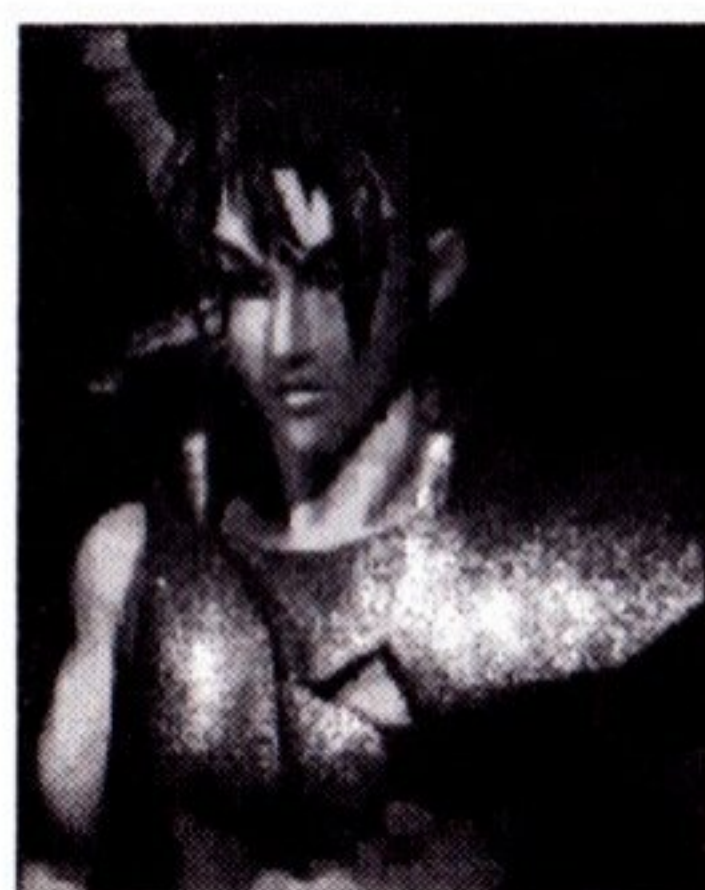
G. The Mental World

Turn Undead: Kills undead monsters with one assault. Uses 100 MP.

Amerkia Lance: Amerkia Lances fly around the screen with clear minds. Uses 200 MP.

7. Main Characters

Dreus



Age: 23
Blood Type: O
Specialty: Knight
Weapon: Swords

Dreus is well known in the Inashus Kingdom as the leader of the Coshark Mercenaries. Known for his fairness, he is outraged at the death of his fellow soldiers, and swears vengeance against the evil wizard, Colias.

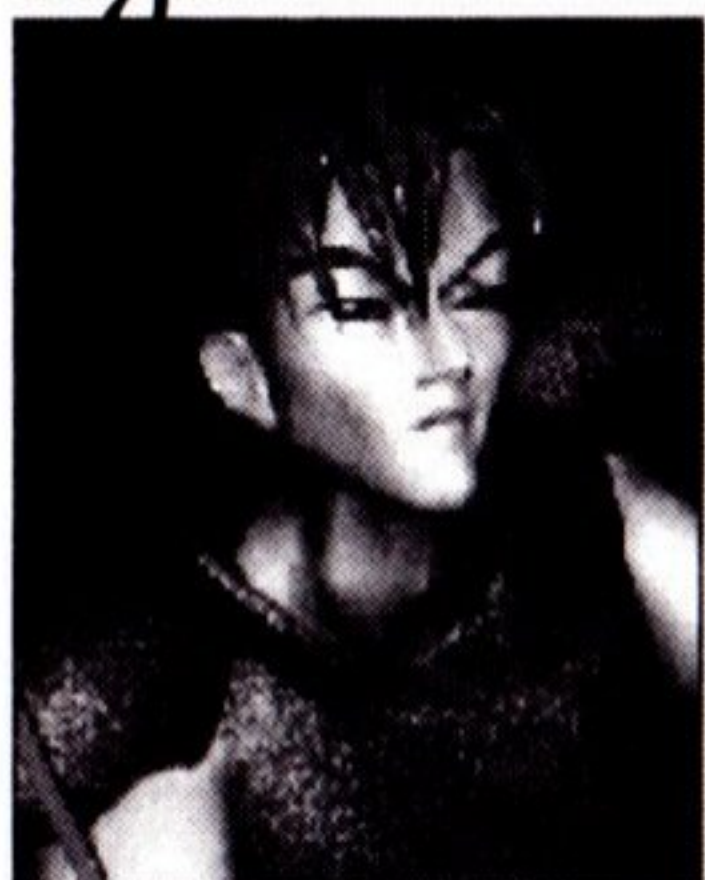
Helena



Age: 20
Blood Type: A
Specialty: Sorcerer
Weapon: Canes

The grand-daughter of the great wise-man Recardo, Helena is a formidable sorceress. Engaged to marry Dreus, she will not stand idly by as he travels across the world to battle Colias, and leaves to stand by her fiancée.

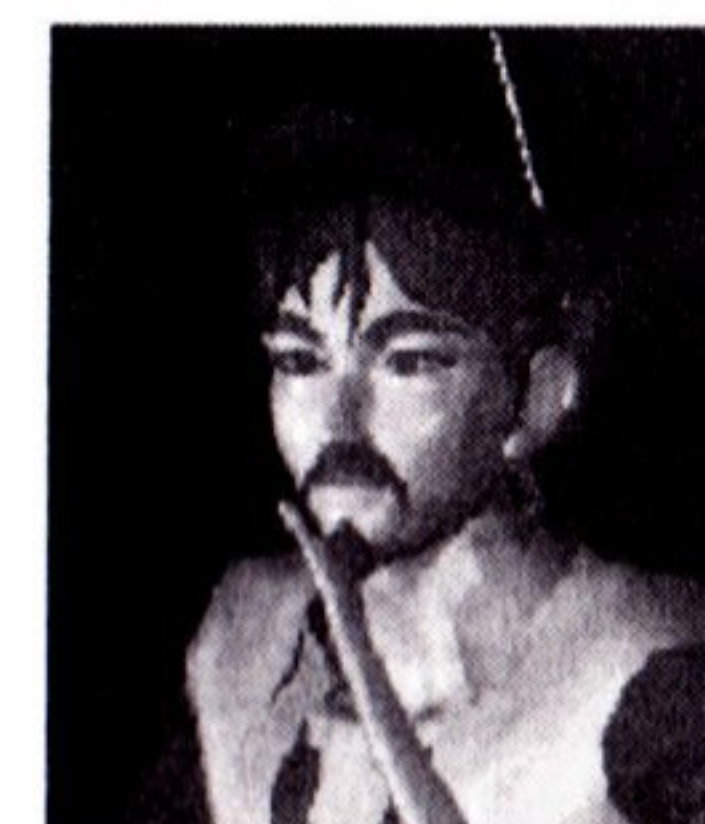
Argon



Age: 28
Blood Type: O
Specialty: Combatant
Weapon: Swords

An orphan whose parents were killed during the war of the gods, Argon always wanted to become a professional soldier. After touring with several mercenary groups, Argon made a name for himself as a skilled swordsman.

Pares



Age: 24
Blood Type: B
Specialty: Archer
Weapon: Bows & Arrows

An expert Archer of the Inasashus kingdom. He joins the Coshark Mercenary after rescuing Dreus and his companions who have been unfairly trapped in the underground water canals. He is stubborn-minded about the truth and once he believes he is right about something, he never changes his mind.

Lydia



Age: 21
Blood Type: A
Specialty: Sorcerer
Weapon: Canes

The daughter of Keros, the leader of the Sebire village. Singled out as a little girl by a wise sage who was passing through the village, she began studying spirit magic at a young age. Even though she is normally very shy, she changes completely while she is in battle.

Hermes



Age: 36
Blood Type: AB
Specialty: Warrior
Weapon: Axes

Once the greatest general of the Darsian kingdom, he was exiled when he spoke out publicly about the madness of the king. An outlaw, on the run from the royal guards, he meets up with Coshark and asks them to aid him in clearing his name.

Raisha



Age: 26

Blood Type: O

Specialty: Knight

Weapon: Swords

The leader of the Black Rose Cavalry, the Darsian Kingdom's all-female Calvary, she is ordered by King Porntes to bring in the rogue Hermes. Along with her elite fighting team, she does battle with the Coshark Mercenaries in order to fulfill her dreams of becoming Porntes' queen.

Sereyanne



Age: 24

Blood Type: A

Specialty: Archer

Weapon: Bows & Arrows

The daughter of a mercenary whose career was cut short by an injury, she seeks to fulfill her father's dreams by winning the Mercenary Tournament. She offers to help Coshark in exchange for their help in winning the tournament.

The End



**...and they shall come, united
by destiny, to strike at chaos
with the light of hope...**
Excerpt from the legend of the Droiyau

*Icarus, where
mankind lives in fear
of the dark creatures
that walk the land in
search of prey, is a
world on the brink of
apocalypse. You
must assist Dreus,
the leader of the
Coshark.....*



JC
RESEARCH
<http://www.game-club.com>
En K ST Entertainment

